(To be inserted in Art. 43, "Health," Vol. 1, p. 1579, of the Annotated Code of Maryland, 1924 Edition.)

An. Code, Sec. 89. 1904, Sec. 61. 1904, Ch. 399, Sec 1.

95A. Any person affected with any disease whose virus or infecting agent is contained in the sputum, saliva or other bodily secretion or excretion, who shall dispose of his sputum, saliva or other bodily secretion or excretion as to cause offense or danger to any person or persons occupying the same room or apartment, house or part of a house, shall, on complaint of any person or persons subjected to such offense or danger be deemed guilty of a nuisance. And any person subjected to such a nuisance may make complaint in person or writing to the commissioner of health of Baltimore city or the local health officer of any city, town or county in the State of Maryland where the nuisance Amplained of arises or exists. And it shall be the duty of the commissioner at health or of any local health officer receiving such complaint to investigate, and if it appears that the nuisance complained of is such as to cause offense By danger to any person occupying the same room, apartment, house or Part of a house, he shall serve a notice upon the person so complained of, Reiting the alleged cause of offense or danger, and requiring him to dispose of his sputum, saliva or other bodily secretion or excretion in such a nanner as to remove all reasonable cause of offense or danger. And any erson failing or refusing to comply with orders or regulations of the health ommissioner of Baltimore city or of the health officer of any city, town or ounty requiring such nuisance to be abated, shall be deemed guilty of a nisdemeanor, and on conviction thereof shall be fined ten dollars; provided, and the requirements of this section shall apply only to pulmonary and laryngal tuberculosis, pneumonia, influenza and such other diseases as the state poard of health may from time to time determine to be communicable by means of sputum, saliva or other bodily secretion or excretion.